LOADING INSTRUCTIONS

Reset computer by holding down CTRL, SHIFT and ESC keys together in that order. Place cassette into the Datacorder. Rewind tape to beginning then press STOP/EJECT once. Press CTRL and small ENTER keys simultaneously then press PLAY followed by any key. This program will take about 5½ minutes to load.

Miner Willy, while prospecting down Surbiton way, stumbles upon an ancient long forgotten mine-shaft. On further exploration, he finds evidence of a lost civilisation far superior to our own, which used automatons to dig deep into the earth's core to supply the essential raw materials for their advanced industry. After centuries of peace and prosperity, the civilisation was torn apart by war, and lapsed into a long dark age, abandoning their industry and machines. Nobody, however thought to tell the mine robots to stop working, and through countless aeons they had steadily accumulated a huge stockpile of valuable metals and minerals, and Miner Willy realises that he now has the opportunity to make his fortune by finding the underground store.

In order to move to the next chamber, you must collect all the flashing keys in the room while avoiding nasties like poisonous pansies, spiders and slime and worst of all, manic mining robots. When you have all the keys, you can enter the portal which will now be flashing. The game ends when you have been 'got' or fallen heavily three times.

KEYS

Q, E, T, U or O	= MOVE LEFT
W, R, Y, I or P	= MOVE RIGHT
SHIFT TO SHIFT	= JUMP
(SPACE BAR)	= JUMP
A to H	= PAUSE
J to ENTER	= TUNE ON/OFF

or Amsoft Joystick JY1. Fire button to jump.

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